CARMAGEDDON™

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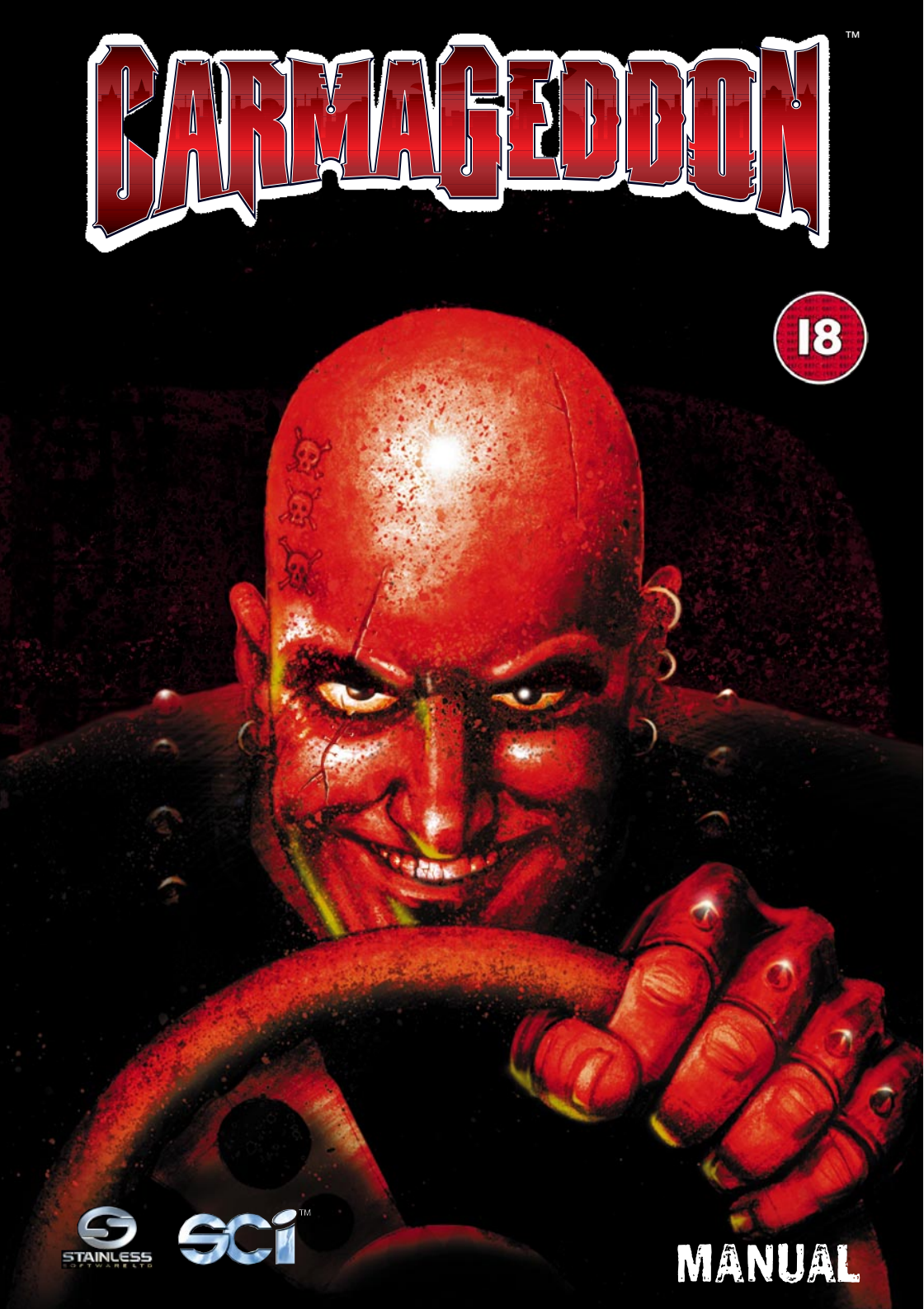

STAINLESS SOFTWARE LTD

SCi™

MANUAL

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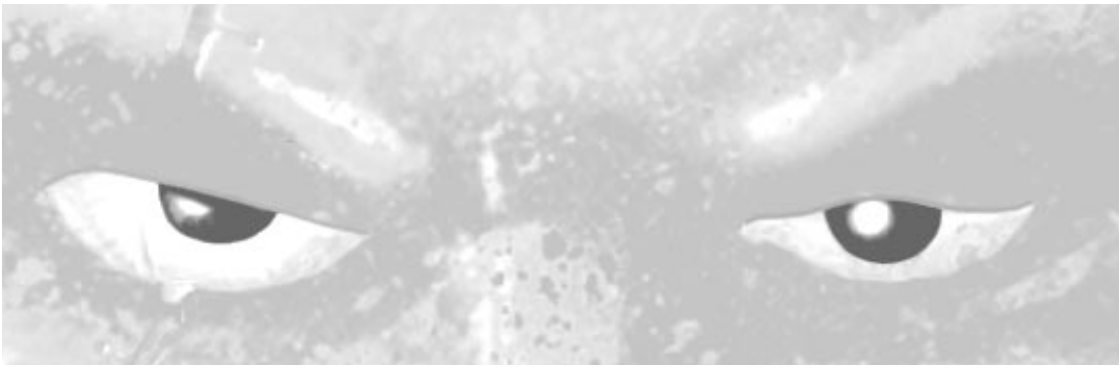
DEDICATION

The founders of Stainless Software Ltd, Patrick Buckland and Neil Barnden, would like to dedicate this game to their wives, Janet and Pauline, and to Patrick's children, Julianne and Sean, who all suffered from the hours needed to put this product together. However, dedicating something so sickly depraved and violent as this diabolical piece of soul-poison to them just wouldn't seem a very nice thing to do. So we won't.



SYSTEM REQUIREMENTS

CD-ROM IBM PC & Compatibles
MS-DOS 6.2 or above
Intel Pentium Processor required (P75 minimum)
32 Mb RAM
Multiplayer Network game requires IPX network
Hard Disk Space: 20Mb (minimum install)
VGA & SVGA Graphics support (2Mb Graphic card required)
Supports SoundBlaster & 100% Compatible sound cards
Supported Peripherals: Mouse (Microsoft mouse or 100% compatible), Joysticks, Steering Wheels (Thrustmaster, Mad Catz and Performa)
Quad speed CD-ROM drive with MSCDEX 2.25 and above

INSTALLATION

Carmageddon can be played in Windows 95 or MS-DOS. If you wish to play the game through MS-DOS then you must ensure that your CD-ROM and sound card have been set up to run under DOS. The DOS version can also be played under Windows 95, should you not want to install the Windows 95 version.

INSTALLING - WINDOWS 95

Place the Carmageddon CD in your CD-ROM drive, and double-click on the "My Computer" icon. Now double-click on your CD-ROM icon, open the "Carm95" folder and run the "Setup.exe" file. This will begin the Carmageddon Windows 95 installation. Follow the instructions according to the type of install you wish to perform, and wait until Install Shield has copied all of the necessary files to your machine. Once this has finished you will be asked if you want to install Direct X 3a. The Windows 95 version of Carmageddon requires Direct X 3a or later in order to run. If you're not sure if you already have Direct X 3a or later installed, click "Yes". Direct X will copy its own version of the video and audio drivers to your machine, overwriting any previously installed versions. Should you need to restore your old video and audio drivers refer to the trouble shooting guide on page. If you do install Direct X, you will need to restart your machine for the changes to take effect. The installation is now complete.

INSTALLING - MS-DOS

Place the Carmageddon CD in your CD-ROM drive and type D: where "D" represents the letter designation of your CD-ROM drive. Now type "dosinst". This will begin the Carmageddon installation for MS-DOS. You will be prompted to enter a location at which to install Carmageddon, then asked what size install you wish to perform. Once you have decided, the installation program will copy all of the necessary files to your machine. When the installation is complete type "setup" to configure your sound card. If you know what sound card you are using and what settings it uses then you can select it manually through the "Select digital" option, otherwise choose "Auto detect". Once you have selected your sound card from the list, run the "Test" option. If you hear the scream and you are sure that you have chosen the correct sound card, then select "OK" to return to the main menu, and select "OK" again to save your sound configuration. The installation is now complete.

STARTING THE GAME

First, ensure you have the Carmageddon CD in your CD-ROM drive. If you are in Windows 95, left-click on the "Start" button, go to "Programs", select "Carmageddon" and click on the Carmageddon icon. If you are playing in MS-DOS, go to the drive where you installed Carmageddon (for example C:), and change to the directory where you installed the game; for example CD\CARMA. Now type "carma" to run the game.

GIBLET WARNING

Carmageddon is a very violent game when installed with pedestrians enabled. You may want to think twice before letting young children, the mentally unstable, or nervous pets see it in action. We make no excuses for the explicit nature of this game, because we don't believe there is anything wrong with it. However, just to avoid those embarrassing moments when you've just mowed down a pack of innocent hitchhikers and their livers are cascading around you in a bloodstorm of death - and in walks your 85 year-old mother, all 6 of her great grand-children and the vicar, and the vicar's nervous dog, we've put a panic button in there. Hit the minus (-) key on the numeric keypad (remember it as 'subtracting' the pedestrians) and all pedestrians, giblets, blood and everything unsavoury will vanish instantly. To get them back, hit it again, after they've left, accompanied by a disturbingly quiet satanic chuckle and a nervous glance over your shoulder.

WHAT'S IT ALL ABOUT?

Carmageddon is a free-for-all 'race'. You can do what you like, when you like. Each race has a series of checkpoints and a lap count. If you complete all the laps, then the race is over and you'll receive a time bonus. However you don't have to take any notice of the checkpoints or laps if you don't want to (you'll notice that many of your opponents don't). There's more fun to be had by ramming other cars and mowing down the masses. There's a timer at the top of the game screen, which counts down. If the counter reaches zero then the race is over - however even this doesn't really matter too much, as this doesn't mean that the game is over, as you can always go back and have another go at that race.

You will undoubtedly notice that there is no display of your position in the race. This is because you don't have one, and it doesn't matter anyway. Your opponents will cheat at least as much as you will, and it doesn't matter one iota who gets to the 'finish line' first - it just matters how much damage you did and how many internal organs you liberated on the way.

The important thing is to do whatever you want and to enjoy doing it. If your opponents are being boring enough to go around the race circuit, racingly, then why don't you go around the circuit the wrong way and put a little spice into their lives. Hitting other cars and splatting pedestrians adds time to your timer and gives you credits. Doing so in imaginative and novel ways gives you extra bonuses. Try to think of new and humourous ways of pulping pedestrians - you'll more than likely be rewarded for it. When hitting other cars, remember to keep your pedal to the metal all the way until impact - wimps are not rewarded.

Destroying all your opponents or killing all pedestrians also finishes the race - but with a juicy bonus. Alternatively you can always finish the race yourself by hitting Control-A, or Esc then choosing Abort Race from the main menu. Remember that you are never penalised for the race ending, whatever the reason there was for it being over, so if you feel like a different race, just bail out of the current one and go for it.

You start the game with an amount of credits (dependant on the skill level you chose). You build up your stash and use it for in-race repairs and for buying better parts for your car. Should you ever run out of cash then it really is Game Over. However if you do this during a race, nobody really minds - you're allowed to carry on, building up a huge debt until the race is over, at which point your bank goes into a screaming fit and pulls the plug.Your aim in the game (other than to enjoy yourself and cause as much damage and death as possible) is to increase your rank. You start out ranked at a lowly 99, and will hopefully end up as number 1, at which point the game opens itself up to you.... well you'll see.

You increase your ranking by earning enough credits during a single race. It doesn't matter how much you spend during the race, merely what you earn (although if you spend too much the game will be over so going up a rank wouldn't really achieve much).

Your rank dictates which of the 36 races you can enter. You normally have a choice of 5 or so different races at a particular rank. As your rank improves, the group of races open to you moves further along the list, allowing you access to more and more challenging events. The game will automatically rotate you around the races available to you until your rank improves and you can move on - or you can choose which race to enter manually if you like.

You can visit the parts shop to make improvements to your car, and you can also pick up temporary power-ups during a race by driving into barrels, gas cylinders, trash cans etc. Most of these will contain a random goody that might be just a few extra credits or a time bonus, or it might be something quite useful like complete invulnerability for 30 seconds.

It won't take you long to notice that all your opponents have the mentality of a sex-starved bull. If you ram them, there's a good chance they'll see red and go for you (which can be great fun if you're on

the edge of a precipice if you time it right). Just remember to give as good as you get - they do frighten, particularly if you rise to their challenge and simply hit them back even harder. However, don't be surprised if the next time you share a race with that opponent, they seem to be making a career of trying to kill you.

During the game, you'll find out that some cars are a bit special, because when you destroy them, they are removed from the race (OK, stolen), repaired automatically (and for free) and are then available for you to drive during the next race and all subsequent races. Some cars you might find a bit of a handful, but they're all fun. If you're really good, you might just lay your hands on something rather special during the latter stages of the game; something with the dimensions and weight of a small house but which has the performance of a fighter plane...

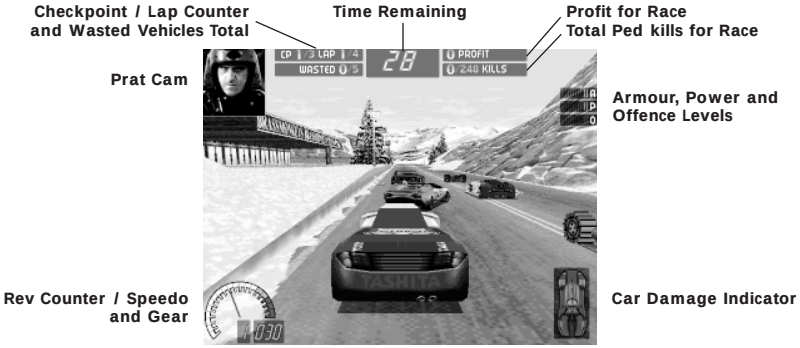
During your assaults on your opponents, and your inevitable close encounters with walls, lampposts and the hard bits at the bottom of sheer drops, your car will become damaged. There is a status screen, which shows you the state of your car's systems. As they become more bent, they start to malfunction or fail altogether.

After a race, your car is fully repaired automatically and for free. However you might not want to wait that long. You can repair your car at any time during the race by holding down the repair key (usually Backspace). The longer you hold it down, the more your car is repaired - but the more it'll cost you. For speed you can also double click the key for a full repair.

You will soon discover that sometimes your car lands on its roof or its side. In this case, hitting Insert will recover your car (at a cost) and let you continue. If you can't remember this, just hit Esc - there's a 'Recover vehicle and continue' item in the menu.

Above all, do whatever you want to do. The game will try not to get in your way (unlike your opponents, who will often try to get in your way at 150mph in the opposite direction). You will never be forced to go in a particular direction or to conform to any rules. If you treat the entire race with utter disrespect and just try to be disruptive - that's fine, you'll even be rewarded for it!

Of course you can also race around the pre-defined circuit, complete your laps, and take your bonus if you want. Just don't expect to be invited to any good parties if you do.


Checkpoint / Lap Counter and Wasted Vehicles Total
Time Remaining
Profit for Race
Total Ped kills for Race
Prat Cam
Armour, Power and Offence Levels
Rev Counter / Speedo and Gear
Car Damage Indicator

MAIN MENU

On running the game, after seeing the credits and the introduction movie (which like any cut-scenes in the game can be interrupted by hitting any key or clicking the mouse), you come to the Main Menu screen.

All the interface screens in Carmageddon work in the same way. You can either use the mouse to make selections, or use the cursor keys to move the red hi-light around and hit enter or return to operate the hi-lighted item (for instance a 'Done' button). When two arrows hi-light, use the cursor keys themselves to operate the arrows (for instance in the 'Change Race' screen).

New Game - Starts a new single player game.

New Network Game - Takes you to the network game (if available) menu where you can start or join a network game.

Options - Brings up the options menu which has the following three sub-options:

Sound options - Lets you select volumes for music and effects, and also allows you to turn music on or off during the race itself, independently of the rest of the game. Although you might consider the interface too dull a place to inhabit without music, the game itself is best played without it, as it tends to drown out the crashes and screams of twisted metal, which is an awful shame really.

Graphics options (Not available during a race) - Various options that allow you to alter the graphics to get the most optimal display speed from your particular PC. Setting these lower (towards the left of the screen) reduces the amount of calculations your PC has to do.

Car Complexity	Determines the complexity of the car models, the lower this is the more 'blocky' the cars will be.
Car Textures	Determines the level of detail on the cars.
Shadows	Limits the shadows on vehicles to all vehicles, your own vehicle or none.
Wall Textures	Determines the level of detail on the walls and buildings.
Road Textures	Determines how realistic the road surfaces look.
Scenery Cut-off	Determines how far in front of the vehicle, the scenery cuts-off. The nearer this is set, the higher the increase in game running speed.
Scenery Pop-up	Determines how close to the front of the car individual elements within the scene pop-up. As with Cut-off, the nearer this is set, the higher the increase in speed.
Sky Texture	Turns the sky texture on and off.
Darkness / Fog	Turns the darkness and fog effects on and off. When on, the background looks more realistic and you'll find it is easier to judge depth and distances, but it does cause a slight running speed decrease.
Track Accessories	Turns on and off all the objects that can be knocked over or pushed around.
Special Effects	Turns all the options of blood stains, skid marks, road dust, etc. off and on.

Control options - Select and personalise control method and assign keyboard commands. By moving the hi-light over the various key selections and pressing return you can then hit the new key (or button of a joypad etc.) which you wish to assign to the particular function. If for any reason you try to assign a function to a key which cannot be altered, you will be aurally informed. Joystick calibration is also available from this screen. First, click the 'Joystick' button on the bottom bar of the menu screen. You will now be prompted to calibrate your joystick by following the on-screen prompts (to make this task more interesting, there are some numbers for you to look at that change as you waggle your 'stick). The calibration process enables two devices to be set, so if you have just one you should hit 'esc', when the screen prompts you to begin the calibration process for joystick #2. You will be returned to the Control options screen. Click the save button to save your settings and return to the Options menu.

Load Game - Load a previously saved game.
Select the saved game you want and hit return (or just click on it with the mouse). You will return to the Start Race screen, ready for the continuation of the carnage. This will effectively abort your current game.

Save Game - Saves the game position in its current state. If you do this during a race, the game is saved as it was before the race started - in other words you can only save the game's state in between races and after completing the current race. If you select save during the race, a warning message pops up telling you this, but you can go ahead and save anyway - just in case you forgot to before the race, and you realise that you have lost too much money and want to chicken out and try again.

There are 8 save slots which you can use. Each one shows a name which you enter then you save into it, and the rank attained and credits held at the time of saving, so you can see at a glance the relative merits of each saved game.

Quit Carmageddon - Quits the game.

TO START PLAYING A NEW, SINGLE PLAYER GAME READ ON:

NEW GAME SCREEN

To start a new single player game, choose New Game from the main menu.

Select Driver - Use this screen to select who you want to play as, and to change the name of the driver if you wish. Select the character required with the mouse or keyboard as described above, then change the name if you so wish, using normal typing keys, and hit return. The characters to choose from are:

Max Damage - Mad maximum impact fruitcake with a hydraulic neck and no crumple zones in his brain. Drives the Eagle, a car designed for rammin' and slammin'.

Die Anna - Psychopathic stunner. Born in a body bag and raised in a morgue. Drives the Hawk - faster than Max's Eagle but not as strong. Best suited to impacts with flesh rather than steel.

During the race you get to see and hear the reactions of your character in the 'Prat-cam' - a view of his or her face that reacts to the impacts and carnage around them. If you want to get a fuller view of all the action this can be turned off (and on again) by pressing the 'P' key.

SKILL SCREEN

After selecting your character, you must select a skill level.

On **Easy** setting there is very little time pressure, your opponents are all pussies, and you don't need many credits to go up ranks. Play at this level if you are the sort of person that hides under the table during thunderstorms.

The **Normal** setting gives you a balance between enjoyment and pressure - a bit like sex really.

The **Hard** setting is like a shot of pure adrenaline. Count yourself lucky if the timer ever gets out of single figures and if you can drive for more than 10 yards without being rammed from all directions simultaneously.

START RACE SCREEN

The next screen is the 'Start race' screen. You will come back to this screen after each race. Get to know it and love it. It is your friend.

The panel on the left displays a general view of the next race that has been selected for you. Hitting the 'View Info' gives you some information on the race location, such as the estimated population as well as some of the local attractions that may be well worth checking out.

The 'View Info' button changes to 'View Racers' when looking at the race details, clicking this lets you see a mug-shot of each of your opponents, plus an image of their vehicle and a description of their nature. Use the up and down arrows to see all your opponents.

CHANGE RACE

You may decide that the race that has been chosen is not for you - maybe you know that one of the other racers has it in for you - in which case choose 'Change race'. Races marked in red are unavailable to you because your rank is too high or too low. A yellow blob next to a race means that you've done that race before - but there's nothing to stop you having another go. Use the up and down arrows to move between races and hit 'Done' when you're at the one you want.

PART'S SHOP

Allows you to upgrade the car dependent on the amount of credits you have accumulated in the previous races. Click on the three buttons at the top-right to change category. The categories are:

Armour - Affects how much damage is inflicted upon your car during impacts, both with opponents and the environment.

Power - Increases the power of your car's engine, and automatically improves its road-holding abilities to match.

Offensive - Allows you to increase the damage you do to other people's cars when you hit them.

Use the up and down arrows on the left-hand side to scroll between different levels in each category. Click the 'Exchange' button to exchange your current power-up in this category for the one shown. You always get a trade-in price on your old unit, but of course it's not as much as you paid for it. Note that there's nothing to stop you down-grading yourself in the parts shop, which you might sometimes need to do to raise some cash - it is unwise to start a race with insufficient credits in the bank, as if you make a net loss during the race it'll be Game Over!

CHANGE CAR

If you have stolen other cars during races, the 'Change car' button takes you to a screen where you can select which one to drive for the next race. Note that any power-ups you have bought in the parts shop apply to all the cars your have at your disposal.

When you are happy with everything, choose 'Start race'. You will sometimes get a screen at this point which reminds you that you are flushed with cash which could be put to good use in the parts shop. It even gives you an option for it to automatically do all this for you, upgrading your car evenly in all categories whilst still keeping back enough cash to afford in-race repairs and not risk a game over situation after the race.

GRID POSITION SCREEN (not in 8Mb version)

This screen shows you where in the grid line-up your car has been placed. You have a certain amount of choice over where you start, in that you can move your car anywhere from last place up to the highest placed opponent who is of equal or lower rank to you. You can do this with the arrow keys or by clicking on the forward and back buttons with the mouse, or clicking directly on a grid position, or by clicking on one of the positions shown by the car numbers at the bottom of the screen, or by clicking your heels and whistling, - no actually that's a lie. Although generally you cannot start ahead

of anybody who is of a higher rank than you, you will sometimes receive **dares** from racers on the front row of the grid to swap places with them. This will move you up the grid, but it will also place you in front of a horde of petrol-headed fruitcakes, so you'd better not fluff the start or spin out on the first bend, as the charming soul who offered you their place was probably not doing it out of the kindness of their heart.

After the grid screen there is no turning back - you're in the race. The only way to combat the relentless violence inflicted on yourself and on the innocent pedestrians out there by these despicable monsters is to rise above them and out-violent the lot of them. The more opponents you waste, the more pedestrian meat that will be left over for you...

RACE SUMMARY SCREEN

When you finish the current race the summary screen is displayed.
Shown here is what you achieved in objective terms from the race. It lists your credits earned, your credits lost, your total credits, your rank increase (if any) and your present rank.

WRECKS GALLERY

The next screen shows you what you achieved in subjective terms by displaying the other cars so that you can gloat at the damage you caused them. Use the mouse or keyboard to select a wreck and hit return (or click) to zoom in to it. You can then use the mouse to rotate the 3D model of the vehicle and take a really good look at what you did. Hit done when you've finished, and it's back to the Start Race screen, ready for another bout of rivets and whiplash.

DURING THE GAME...

main menu

At almost any time in the game you can hit Esc to get to the main menu. It is slightly different from the original main menu in that it has additional options.

Continue - Dismisses the menu as if you had never selected it. This can also be achieved by hitting Esc while in the main menu.

Recover Car and Continue - If your car has become stuck, for instance it's lying on its roof at the bottom of a ravine, then this will recover it so you can continue with the race. But it will cost you. Of course you could always just abort the current race instead which wouldn't cost you anything but just think of the money-making opportunities you might miss.

Abort Race - Aborts the current race, and returns to the Start Race screen ready for the next race. Note that you can do this at any time during the race by hitting Control-A. This option cannot be cancelled, so you'd better be sure you really want to take it before hitting those keys.

Options - Brings up the options menu which has the following three sub-options:

Sound options – see page 5 (not in Win95 version)

Graphics options – not available during race

Controls options – see page 5

Load Game – see page 5

Save Game – see page 6

Abort Game - Aborts the game (not the race) and returns to the original main menu, ready for starting a new game or loading a saved one.

Quit Carmageddon - Quits the game. Note that you can do this at any time (even during pre-rendered cut scenes) using Control-Q.

ACTION REPLAY (not in 8Mb version)

At any time during the race you can hit the Enter key to enter action replay mode. (The Enter key is on the numeric keypad.) You can then play back a 'tape' of events during the race and watch your antics again. How much of the race gets taped mainly depends on available memory. When the space for the action replay information fills up, the oldest stuff starts getting recorded over (just like all those shows you record and then never watch.)

Use the mouse to operate the 'tape deck' controls (they are just like a VCR's with rewind, fast forward etc.), or use the keyboard as described in the 'Default controls' section.

Changing the camera view gives you three alternative views:

Panning camera (default) - A glorious collection of panning overhead views of the action. It lets you see loads of stuff that you missed originally as your camera tracked your car. Use the left and right arrows to zoom the camera in and out.

Action tracking camera - Similar to the panning camera except that it additionally switches to the best view for watching a good car wreck or a spot of pedestrian bashing just before the event is going to happen. Sit back and enjoy.

Standard camera - Standard camera – the view through your windscreen. Remember that you can still use the arrow keys when in action replay mode to move the camera around, and hence see things from a different angle to the original one.

And that's all you need to know to play the game. But read on and find out what else there is to enjoy.

NETWORK PLAY (16Mb version only)

If you're lucky enough to have some friends why not challenge up to 5 of them on one of the 7 different network games. Believe us, by the time you've finished, they won't be your friends. This option can be selected from the Main Menu.

New Network Game - The first screen you are ushered to gives you the option to host or join a network game. Please note that only if you have the Carmageddon CD in your drive can you host a game (but your soon-not-to-be friends can play a network game by installing from your CD first of all). If you host a game you will move on to choose a game type, if you are joining a game then you will go directly to the wait screen for all the other players to catch up.

Choose Game Type - On the left of the screen are the seven different network games available to the player along with a brief description of each one at the base of the screen. On the right of this screen you can change race or alter the options. It is worth noting that in the race list there are some extra bonus tracks which are ONLY available in network mode.

Network Options - This screen allows the host to customise each race to their individual taste. They are given the ability to alter each of the following options:

Allow "Abuse-O-Matic" text messages - turning this option on allows you to send text messages to other racers during the race by pressing the "`" key.

Show All Racers on Map - this allows you to sneak a peek at where the other racers are currently cowering.

Show Peds on Map - this shows where the party's at! Go on, why not gate-crash?

Show Pick-ups on Map - work it out for yourself!

Pick-up respawn – this makes pick-ups reappear a few minutes after collecting them.

Open or Closed Game - in an open game anyone can join in at any time (up to six players). In a closed game, once the race has started they must wait until the race is over.

Grid or Random Start - A grid start is much the same as in a single player game. In a random start all the players start off at random locations scattered throughout the map.

Random or Sequential Races - You either progress through the race list in its set order or move on to any one of the 36 or so races.

Choose Cars, Random or Manual - Either the computer chooses your car or you do it yourself, simple eh?

Cars - Eagle, Hawk, Both, All - This allows contestants to be given the option of choosing between one or both of Max's or Die's cars or even any of the cars which you can steal during the single player game.

Starting Credits - guess?

PLAYING A NETWORK GAME

Pick-ups and Parts - In a network game, the time bonus pick-ups are redundant. So you'll find that those barrels, and others for which there's no use in a multiplayer game, have been magically altered and will now boost your offensive or defensive capabilities, or increase your engine power. Plus, with the credits you have at the start of the race and those you pick up along the way, you can also buy these enhancements 'on the move'. To buy offensive hit Page Down, for armour hit Delete and to increase your engine power hit End.

Credits - the key to survival - As mentioned above, you'll be able to instantly boost your Armour, Engine Power and Offensive capabilities in-game by spending credits that you earn as you go. Spending wisely is perhaps the key to Net Carmageddon success. You'll need to assess what to blow your credits on depending on the game type or current situation. A word of warning, though - repairing, and recovering your car costs money, and you'll be doing rather a lot of both during net games, so think about keeping a little aside for those times when you're stuck upside down against a wall and your best mate is ramming you repeatedly in his fully powered-up dump truck.

League Tables - Once a race is over the winner will receive 10 points and each place below will each receive a lesser score in relation to their current progress when the race ended. These points are accumulative and are displayed at the end of each race.

HINTS FOR CAR CONTROL

The car in Carmageddon behaves just like a real car does - it will slide and skid and tumble wildly out of control in direct response to your input and what is happening to it in the game. You will find that the hand brake (the spacebar by default) is great for doing U-turns, setting the car up for a fast right-angled turn, or just having fun by sliding into pedestrians.

Holding down the wheel spin key (Z by default) allows you to turn very tightly, and also allows you to spin the car around under power when you hold accelerate, turn and wheel spin simultaneously - you can even use it to do 'doughnuts' if you want, although it's a bit pointless trying to impress the girlies (or geezers) that you are about to run over.

YOUR OPPONENTS

Listed below is a brief description of some of the other competitors who you may very well end up bumping into:

Agent Orange - Top speed: 150mph Kerb weight: 1.7 tons 0-60mph: 7.6 seconds
The mad ex-FBI agent will hunt you down with extreme prejudice if you dare to hit his heavyweight sedan.

Auto Scum - Top speed: 220mph Kerb weight: 0.6 tons 0-60mph: 3.6 seconds
Road-going gang of psychos who drive a variety of armoured off-roaders.

Mech Maniac - Top speed: 220mph Kerb weight: 0.4 tons 0-60mph: 3.3 seconds
He's a hi-tech hi-spec speed freak who knows no fear. The Grungebuster is super-quick but super-twitchy, so Mech needs nerves of steel.

Don Dumpster - Top speed: 100mph Kerb weight: 2.6 tons 0-60mph: 14.8 seconds
Big truck, big guy...no heart. Don's a disgruntled municipal worker and he drives a customised earthmover- hard, fast & heavy.

Ed Hunter - Top speed: 160mph Kerb weight: 2.3 tons 0-60mph: 9.6 seconds
Survivalist Ed wants to rid the world of Commies. But to him, everyone's a pinko. His armoured station wagon's a moving roadblock.

Heinz Faust - Top speed: 160mph Kerb weight: 3.0 tons 0-60mph: 7.6 seconds
Teutonic terror Heinz has a supercharged superheavy sport coupe with go anywhere tank tracks... Don't get caught in his path!

Firestorm - Top speed: 100mph Kerb weight: 2.1 tons 0-60mph: 8.9 seconds
Crazed chem. worker Firestorm stole a company tanker and took to racing. The rig is big and the driver is brutal.

The Brothers Grimm - Top speed: 230mph Kerb weight: 1.2 tons 0-60mph: 4.2 seconds
The funeral funsters will deliver you straight to hell in style with their nitrous snorting hot-rod hearse.

Hammerhead - Top speed: 210mph Kerb weight: 2.0 tons 0-60mph: 6.6 seconds
Hammy thinks he's a superhero, but actually he's just another nut. He drives his own twisted creation with demented zeal.

Halfwit Harry - Top speed: 170mph Kerb weight: 1.9 tons 0-60mph: 9.4 seconds
Harry will try to win at any cost, so he can lavish the winnings on his pet pig, Squealer. Best stay out of his way if you can.

Ivan the Bastard - Top speed: 150mph Kerb weight: 1.4 tons 0-60mph: 9.4 seconds
With a Ukraine-manufactured monster truck and a vodka-manufactured hangover, Ivan's black mood makes him a dangerous competitor.

Kutter - Top speed: 280mph Kerb weight: 1.1 tons 0-60mph: 4.1 seconds
He takes great pleasure in causing pain, and seems curiously keen to receive punishment in return. Who are you to argue?

Wanda Lust - Top speed: 210mph Kerb weight: 1.1 tons 0-60mph: 6.7 seconds
She's mean, lean and she's got a killing machine. Wanda's lust is primarily for blood - yours.

Juicy Jones - Top speed: 170mph Kerb weight: 1.9 tons 0-60mph: 8.9 seconds
He seems a friendly kind of guy, but appearances can deceive, and the way he guns that 4 x 4 along you'd think he was on the run!

Otis P. Jivefunk - Top speed: 180mph Kerb weight: 1.8 tons 0-60mph: 7.7 seconds
King of cool, the laidback lord of lowriders is, however, inclined to turn into a slavering lunatic if the cat gets its paintwork scratched.

Psycho Pitbull - Top speed: 160mph Kerb weight: 2.0 tons 0-60mph: 9.1 seconds
Like a rabid scrapyard dog, he'll come baying for your blood and your engine oil. If he catches you...it's hamburger time.

Screwie Lewie - Top speed: 220mph Kerb weight: 1.7 tons 0-60mph: 6.4 seconds
This wacky guy favours the 'supercar/monster truck/light aircraft/mole machine' mode of transport. He's about as insane as they come.

Burly Shirley - Top speed: 170mph Kerb weight: 2.0 tons 0-60mph: 9.9 seconds
Halfwit Harry's sister is as devoted to Squealer the pet pig as he is (and has the same single figure IQ).

Stella Stunna - Top speed: 230mph Kerb weight: 1.0 tons 0-60mph: 4.5 seconds
Stella's got herself wired to the battery of her super sleek racer, she says it gives her an extra buzz...enough said.

Stig O'Sore - Top speed: 150mph Kerb weight: 1.0 tons 0-60mph: 11.6 seconds
Stig knows that what his car lacks in speed, it more than makes up for in strength and durability. And he thinks it's beautiful.

Madam Scarlett - Top speed: 270mph Kerb weight: 1.1 tons 0-60mph: 4.1 seconds
She's behind the wheel of one of the fastest cars on the circuit, and she'll take your breath away...for good.

Ed 101 - Top speed: 280mph Kerb weight: 0.9 tons 0-60mph: 4.2 seconds
Ed blew a fuse and went psycho. The crazed android stole a prototype prized racing coupe in order to cause high-speed carnage.

Val Hella - Top speed: 220mph Kerb weight: 1.3 tons 0-60mph: 5.5 seconds
She's the self-crowned queen of the race scene, and her chariot is aptly equipped with wheel mounted blades.

Vlad - Top speed: 420mph Kerb weight: 1.0 tons 0-60mph: 2.2 seconds
For Vlad, it's not the winning, it's the taking apart that counts. This car's speed is unbeatable... Just don't try to corner it.

POWER UPS

There are over 40 different power-ups available during races, some of which are fantastically useful, a few of them are really more like power-downs, and many are just downright silly.

Some power-ups' effects last for the entire race, but most are only active for a limited time (usually 30 seconds). Icons down the left-hand side of the game screen show which power-ups are currently in effect. Those with a time limit display a countdown timer next to the icon.

Some of the more conventional power-ups available are:

- Bonus points
- Bonus time added to your timer
- Turbo boost
- Frozen opponents (opponents coast to a halt and don't move off again until the power-up runs out - hit 'em while you can!)
- Frozen cops (as above - find a sheer drop to push them over while they can't fight back!)
- Acme damage magnifier (increases the damage you do to opponents on impact)
- Underwater ability (let's you drive underwater with relative ease)
- Freeze timer (very, very, rare!)
- Invulnerability (no damage on impact with walls or other cars)
- Instant repair (repairs all damage at the moment of picking up the power-up, without charge)

We'll leave you to find out what the others do for yourself.

DEFAULT CONTROLS

Keypad 8	Accelerate forwards (brake when in reverse).
Keypad 2	Brake when going forwards (accelerate when in reverse).
Keypad 4	Steer left.
Keypad 6	Steer right.
Z	Allows you to turn more tightly, and also allows you to do 'doughnuts'.
Spacebar	Handbrake - use for handbrake turns.
C	Toggle between internal (Cockpit) and external views.
Q	Look left from internal view.
W	Look forward from internal view.
E	Look right from internal view.
Arrow-keys	Move external camera around. Hold down left and right arrows simultaneously to snap camera back behind you.
H	Horn (use to frighten pedestrians, you can even try creeping up on them before using it).
P	Toggle Pratcam.
M	Toggle mirror on and off when in internal view.
S	Toggle sound on and off.
Tab	Show/hide map (game continues when in the map mode via window. Use the arrow keys to move this window around the screen).
Esc	Go to menu.

Backspace Repair car (double click for total repair).

Ins Recover vehicle if it's on its roof or side.

Keypad minus Toggle pedestrians and giblets on and off. To be used as a panic button when 4-year old Johnny unexpectedly walks into the room.

Shift-D Screen dump (to a .BMP file in Carmageddon's DATA folder).

F2 Save.

F3 Load.

Control-A Abort race (can also be done from menu).

Control-Q Quit (can also be done from menu).

Enter Toggle between live action and action replay modes.

When in action replay mode, use the mouse or these keys:

Keypad 5 or Spacebar Pause/Unpause (plays in 'current' direction).

Keypad 0 or backspace Flip direction of playing.

, Play backwards.

. Play forwards.

Keypad * Cycle through different camera modes.

Keypad 4 or Page up Rewind (hold down).

Keypad 6 or Page down Fast forward (hold down).

Keypad 7 or home Go straight back to the start of the 'tape'.

Keypad 9 or end Go straight to the end of the 'tape'.

Keypad 1 Frame advance backwards (frame retard?).

Keypad 3 Frame advance forwards.

TROUBLESHOOTING

Re-installing your old video and audio drivers - If you need to restore your video or audio drivers which were overwritten by Direct X 3a, open Windows Explorer and go to "Program files", "Directx", "Setup", then run "Dxsetup.exe". This program will allow you to restore your old drivers.

CD-ROM driver not working in DOS on a Windows 95 machine - If you are going in to DOS by pressing "F8" when you boot up your computer then selecting "Command prompt only" and you find that can't access your CD-ROM drive, try typing "dosstart" and trying again. If you still can't access your CD-ROM drive, you will have to set it up with the disks that should normally come with your computer. If you do not have these, then you should contact your computer dealer.

Carmageddon can't find the CD when I play the Windows 95 version - Check that you don't have Flexi CD loaded. If you do, disable it then try running Carmageddon again.

I can read the Carmageddon CD in DOS, but I can't run the install program - Ensure that you have MSCDEX version 2.25 or later.

Problems loading games on a 8Mb PC in DOS - If you experience problems loading a saved game from the Main Menu screen when the game first starts - simply start a new game and once the game has started press 'Esc' to pull up the Main Menu, and then choose Load Game to load your saved game.~

I can't get any sound in DOS - Make sure your sound card has been setup to run through DOS and that your mixer settings are set at the correct level. If your sound card has not been setup to run through DOS then you'll have to install it using the disks that should come supplied with your sound card. If you do not have these, contact your computer dealer.

The movies don't play properly - The movies in Carmageddon are designed to run on a quad-speed (4x) CD-ROM, so if your CD-ROM is slower than that, then we recommend you do a full installation which copies the movies to your hard drive.

I can't get the hand-cursor when playing in DOS - Make sure you have a mouse driver loaded.

You're having nightmares about bursting people - Try playing dominoes instead.

TECHNICAL SUPPORT

For technical support, the Infogrames United Kingdom Helpline is open to telephone calls from 10:00 to 19:00 Monday to Friday (except Bank Holidays):

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Manchester M3 4SW
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Tel: 0161 827 8060/1

E-mail: helpline@uk.infogrames.com

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Lead programmer	Patrick Buckland
Programmers	Matthew Edmunds, Bruce Mardle, Kevin Martin
Car physics	Kevin Martin
Sound programming	Colin McGinley
Lead artist	Neil Barnden
3D modelling	Shaun Smith
2D art and texturing	Terry Lane, Russell Hughes
Sound acquisition and processing	Neil Barnden Patrick Buckland
Biz	Ben Webster
Idiot stunt man	Tony
Prat-cam stars	Faye Morey (her number's a secret) and Tony
Female Vocals	Lianne Shaughnessy
Engine sound acquisition, but never, ever above 30mph, no really officer, honest, it was an optical illusion	Ian Gear
Lard provider	Fat Bloke

SCI

"Fat Bloke" (Third Party Development Manager)	Adrian Curry
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Honorable Mentions	Sarah Lloyd, Chantal Havard, Karen Bradford, The First Floor Artists
Special thanks to:	Nigel Puxley - Keston Management Limited Matt Norris - Push Recordings Limited Roadster Music B.V. Ben Stevenson for additional voice over. Everyone at SCi Ltd.

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